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connected through the Internet to plural machines called clients, such as personal computers. In this system, data such as video, audio, text, window layout, and the like are downloaded from the server in response to a request from a client, and the client reconstructs the downloaded data to obtain necessary information. A communication method based on TCP/IP (Transmission Control Protocol/Internet Protocol) is employed for the server-to-client communication.

Please replace the paragraph beginning at page 11, line 5, with the following rewritten paragraph:

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According to an eleventh aspect of the present invention, a virtual space control data receiving apparatus comprises: stream data receiving means for receiving stream data, and dividing the stream data into motion stream data and other stream data to be output; manual control data input means for inputting control data for an object or a part of an object to be motion-controlled manually; manual control data conversion means for converting the control data input by the manual control data input means, into motion data suited to the object or part to be controlled; and motion control data output means for outputting, as scene generation motion data, the motion data output from the manual control data conversion means, for the object or part to be controlled with the control data which is input by the manual control data input means, and outputting the motion stream data supplied from the stream data receiving means, for the other objects or parts. Therefore, in a dynamic virtual space represented by 3-dimensional CG, static image, dynamic image, audio, and text which are based on a network such as the Internet, the viewer can move objects or parts to be controlled, as he/she desires, by using the same control data.

Please replace the paragraph beginning at page 35, line 7, with the following rewritten paragraph:

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Next, the synchronous operation of the control data output means 4 will be described with reference to figure 2. The overwrite buffer 9 receives the converted control data from the manual control data conversion means 3 during the frame playback period, writes the data while updating it, and outputs the recently written data. The audio/scene identification means 10 identifies the received stream data from the stream data receiving means 1, sends the audio information to the audio output

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means 8, and writes the scene information into the FIFO 11. On receipt of a synchronous signal, the synchronous output means 12 reads data from the overwrite buffer 9 and the FIFO 11, and outputs scene information. At this time, if the scene information in the FIFO 11 overlaps the converted control data written in the overwrite buffer 9, only the converted control data is output from the overwrite buffer 9 while the overlapping scene information is not output from the FIFO 11.

Please replace the paragraph beginning at page 44, line 8, with the following rewritten paragraph:

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Figure 4 is a block diagram illustrating the structure of a virtual space control data transmission and reception system according to a third embodiment of the present invention. This system comprises a stream data transmission means 51, a client unit A 52, a client unit B 53, a manual control data transmission means 54, a data transmission/reception line 55, a stream data receiving means 56, a manual data input means 57, a manual data transmission means 58, a manual data receiving means 59, a manual control data conversion means 60, a control data output means 61, a scene data generation means 62, a drawing means 63, a display means 64, and an audio output means 65. The structure of the client unit B 53 is identical to that of the client unit A 52. While in this third embodiment two client units are used to explain the processes performed by the virtual space control data transmission and reception system, the contents of the processes are identical even when three or more client units are used. Therefore, a virtual space control data transmission and reception system having three or more client units is also within the scope of this third embodiment.

Please replace the paragraph beginning at page 57, line 11, with the following rewritten paragraph:

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The scene data generation means 75 generates scene data from the scene generation motion data at each frame time, which is output from the motion control data output means 74, and from other data required for scene configuration (e.g., 3-dimensional shape data, camera data, texture data, luminous data, data for bump mapping, data for illuminance mapping, etc.) which are externally supplied. The scene generation motion data is motion data which is time series data by which the position of a moving object or the status of a skeletal structure at each time can be calculated. A